

**System and Method for Knowledgeable  
Node Initiated TCP Splicing**

**ABSTRACT**

A system and method utilizes back-end nodes to  
5 determine which node should handle an incoming requests and  
then utilizes the front-end switch to splice one or more  
connections between the client and the chosen node. Chosen  
nodes can repeatedly handoff the connection to other nodes  
to handle the client's requests. The front-end switch  
10 provides the initial client connection to back-end nodes in  
a round-robin approach distributing initial connections  
among the back-end nodes. A proxy application on the back-  
end node accepts the connection, parses the request, and  
determines which back-end node should handle the request.  
15 If another back-end node should handle the request, the  
back-end node currently connected to the client performs a  
handoff to the target back-end node. The switch splices  
the initial connection to a connection to the selected node  
and modifies subsequent packet headers appropriately in  
20 order to map the two connection states to one another.

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